

CLAIMS

The invention is hereby claimed as follows:

1. A gaming device having a game operable upon a wager, the gaming device comprising:
 - 5 a plurality of paths including a first path and a second path, each of the paths including a plurality of symbols;
 - at least one outcome associated with at least one of the symbols;
 - a symbol marker;
 - at least one path change condition associated with at least the first
 - 10 path; and
 - a display device operable to display: (a) the first path, the second path and the symbols to a player upon an event associated with the game; (b) the symbol marker moving, on at least one occasion, from one of the symbols on the first path to another one of the symbols on the first path; (c) after the path
 - 15 change condition occurs in association with the first path, the symbol marker at one of the symbols on the second path; and (d) the symbol marker moving, on at least one occasion, from one of the symbols on the second path to another one of the symbols on the second path.
- 20 2. The gaming device of Claim 1, wherein at least one of the first path and the second path is cyclical.

3. The gaming device of Claim 1, wherein the outcome includes an award.

4. The gaming device of Claim 1, wherein the path change condition
5 occurs upon an event or series of events determined by a processor.

5. The gaming device of Claim 1, wherein the path change condition occurs upon a condition selected from the group consisting of: (a) the symbol marker moving to a designated symbol on the first path; (b) the symbol
10 marker moving to one of the symbols on the first path a designated number of times; (c) the symbol marker moving to a designated type of symbol on the first path a designated number of times; (d) the symbol marker moving to a designated combination of symbols on the first path; and (e) the symbol marker making a designated number of trips through the first path.

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6. The gaming device of Claim 1, wherein the path change condition occurs upon the symbol marker moving to a designated quantity of symbols on the first path which are identical in type.

20 7. The gaming device of Claim 6, wherein the symbol marker includes a graphical representation which indicates to the player how many symbols of the identical type the symbol marker has moved to.

8. The gaming device of Claim 6, which includes a graphical representation displayed by the display device, wherein the graphical representation indicates to the player how many symbols of the identical type the symbol marker has moved to.

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9. The gaming device of Claim 8, wherein the graphical representation includes an indicator positioned on or adjacent to the first or second path.

10. The gaming device of Claim 8, wherein the graphical representation
10 includes an indicator positioned on or adjacent to each of the symbols of identical type.

11. The gaming device of Claim 1, which has an electronic configuration operable to receive input through a network selected from the group
15 consisting of a data network, a playing station network, a local area network, a wide area network and an internet.

12. A gaming device having a game operable upon a wager, the gaming device comprising:

a plurality of paths including a first path and a second path, each of the paths including a plurality of symbols;

5 at least one outcome associated with at least one of the symbols;

a symbol indicator operable to sequentially indicate a plurality of the symbols;

at least one path change condition associated with at least the first path; and

10 a display device operable to: (a) display the first path, the second path and the symbols to a player; (b) display the symbol indicator indicating one of the symbols on the first path; (c) display, after a first event occurs, the symbol indicator indicating a different one of the symbols on the first path; (d) display, after the path change condition occurs, the symbol indicator indicating one of
15 the symbols on the second path; and (e) display, after a second event occurs, the symbol indicator indicating a different one of the symbols on the second path.

13. The gaming device of Claim 12, wherein at least one of the first path
20 and the second path is cyclical.

14. The gaming device of Claim 12, wherein the outcome includes an award.

15. The gaming device of Claim 12, wherein the path change condition occurs upon an event or series of events determined by a processor.

16. The gaming device of Claim 12, wherein the path change condition
5 occurs upon a condition selected from the group consisting of: (a) the symbol indicator indicating a designated symbol on the first path; (b) the symbol indicator indicating one of the symbols on the first path a designated number of times; (c) the symbol indicator indicating a designated type of symbol on the first path a designated number of times; (d) the symbol indicator indicating
10 a designated combination of symbols on the first path; and (e) the symbol indicator indicating a plurality of symbols on the first path in a designated number of trips through the first path.

17. The gaming device of Claim 12, wherein the path change condition
15 occurs upon the symbol indicator indicating a designated quantity of symbols on the first path which are identical in type.

18. The gaming device of Claim 17, wherein the symbol indicator includes a graphical representation which indicates to the player how many symbols of
20 the identical type the symbol marker has moved to.

19. The gaming device of Claim 17, which includes a graphical representation displayed by the display device, wherein the graphical representation indicates to the player how many symbols of the identical type the symbol marker has moved to.

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20. The gaming device of Claim 19, wherein the graphical representation includes an indicator positioned on or adjacent to the first or second path.

21. The gaming device of Claim 19, wherein the graphical representation
10 includes an indicator positioned on or adjacent to each of the symbols of identical type.

22. The gaming device of Claim 12, wherein the first event includes a player input, and the second event includes a player input.

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23. The gaming device of Claim 12, which has an electronic configuration operable to receive input through a network selected from the group consisting of a data network, a playing station network, a local area network, a wide area network and an internet.

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24. A gaming device having a game operable upon a wager, the gaming device comprising:

a plurality of paths including a first path and a second path, each of the paths including a plurality of symbols, the first path further including a plurality

5 of identical type symbols;

at least one outcome associated with at least one of the symbols;

a path change condition associated with the first path, the path change condition including an association of a designated quantity of the identical type symbols with a change from the first path to the second path; and

10 a display device operable to: (a) display the first path, the second path and the symbols to a player; (b) graphically indicate one of the symbols on the first path; (c) graphically indicate one of the identical type symbols on the first path and maintain said indication for a period of time; (d) graphically indicate at least one of the other identical type symbols on the first path and maintain
15 said indication for a period of time; and (e) graphically indicate one of the symbols on the second path after the path change condition occurs.

25. The gaming device of Claim 24, wherein at least one of the first path and the second path is cyclical.

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26. The gaming device of Claim 24, wherein the outcome includes an award.

27. The gaming device of Claim 24, wherein the path change condition occurs upon an event or series of events determined by a processor in communication with the display device.

- 5 28. The gaming device of Claim 24, which has an electronic configuration operable to receive input through a network selected from the group consisting of a data network, a playing station network, a local area network, a wide area network and an internet.

29. A method for operating a gaming device having a game operable upon a wager, the method comprising:

- (a) beginning the game;
- (b) displaying a plurality of symbols in a form of a first path;
- 5 (c) displaying a plurality of symbols in a form of a second path;
- (d) displaying the symbol marker, at least once, at one of the symbols on the first path and then at another one of the symbols on the first path;
- (e) enabling a path change condition to occur by one of:
 - 10 (i) enabling the symbol marker to move to a designated symbol on the first path;
 - (ii) enabling the symbol marker to move to one of the symbols on the first path a designated number of times;
 - (iii) enabling the symbol marker to move to a designated type
15 of symbol on the first path a designated number of times;
 - (iv) enabling the symbol marker to move to a designated combination of symbols on the first path; and
 - (v) enabling the symbol marker to make a designated number of trips through the first path;
- 20 (f) displaying the symbol marker at one of the symbols on the second path after the path change condition occurs;
- (g) displaying the symbol marker, on at least once, at one of the symbols on the second path and then at another one of the symbols on the second path; and

(h) providing to a player an outcome associated with at least one of the symbols.

30. The method of Claim 29, wherein the step of displaying a plurality of symbols in a form of a first path includes the step of displaying said symbols in a form of a path which is cyclical.

31. The method of Claim 29, wherein the step of displaying a plurality of symbols in a form of a second path includes the step of displaying said symbols in a form of a path which is cyclical.

32. The method of Claim 29, wherein the step of displaying the symbol marker includes the step of displaying a graphical representation which indicates to the player how many symbols the symbol marker has moved to.

33. The method of Claim 32, wherein the step of displaying the graphical representation includes the step of displaying an indicator positioned on or adjacent to the first or second path.

34. The method of Claim 32, wherein the step of displaying the graphical representation includes the step of displaying an indicator positioned on or adjacent to each of the symbols of identical type.

35. The method of Claim 29, wherein the step of providing to a player an outcome includes the step of providing an award.

36. A method for operating a gaming device having a game operable upon

5 a wager, the method comprising:

- (a) beginning the game;
- (b) displaying a plurality of symbols in a form of a first path;
- (c) displaying a plurality of symbols in a form of a second path;
- (d) indicating one of the symbols on the first path;
- 10 (e) enabling a first event to occur;
- (f) indicating a different one of the symbols on the first path;
- (g) enabling a path change condition to occur which is selected from the group consisting of:
 - (i) determining a designated symbol on the first path;
 - 15 (ii) determining one of the symbols on the first path a designated number of times;
 - (iii) determining a designated type of symbol on the first path a designated number of times;
 - (iv) determining a designated combination of symbols on the first path; and
 - 20 (v) determining a designated number of trips through the first path;
- (h) indicating one of the symbols on the second path after the path change condition occurs;

- (i) enabling a second event to occur;
- (j) indicating a different one of the symbols on the second path;
and
- (k) providing to a player an outcome associated with at least one of
5 the symbols.

37. The method of Claim 36, wherein the step of displaying a plurality of symbols in a form of a first path includes the step of displaying said symbols in a form of a path which is cyclical.

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38. The method of Claim 36, wherein the step of displaying a plurality of symbols in a form of a second path includes the step of displaying said symbols in a form of a path which is cyclical.

15 39. The method of Claim 36, wherein the step of enabling a first event to occur includes the step of enabling a player input to occur.

40. The method of Claim 42, wherein the step of enabling a path change condition to occur includes the step of enabling any event or series of events
20 to occur which is determined by a processor.

41. The method of Claim 36, wherein the step of enabling a path change condition to occur includes the step of indicating a designated quantity of symbols on the first path which are identical in type.

5 42. The method of Claim 36, wherein the step of enabling a second event to occur includes the step of enabling the player to make an input.

43. The method of Claim 36, wherein the step of providing to a player an outcome includes the step of providing an award.

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44. A method for operating a gaming device having a game operable upon a wager, the method comprising:

- (a) beginning the game;
- (b) displaying a plurality of symbols in a form of a first path, the
15 symbols including a plurality of identical type symbols;
- (c) displaying a plurality of symbols in a form of a second path;
- (d) indicating one of the symbols on the first path;
- (e) enabling a first event to occur;
- (f) indicating at least two of the identical type symbols on the first
20 path and maintaining said indication for a period of time;
- (g) enabling a second event to occur;
- (h) indicating at least one of the other identical type symbols on the
first path and maintaining said indication for a period of time;
- (i) indicating one of the symbols on the second path; and

- (j) providing to a player an outcome associated with at least one of the symbols.

45. The method of Claim 44, wherein the step of displaying a plurality of symbols in a form of a first path includes the step of displaying said symbols in a form of a path which is cyclical.

46. The method of Claim 44, wherein the step of displaying a plurality of symbols in a form of a second path includes the step of displaying said symbols in a form of a path which is cyclical.

47. The method of Claim 44, wherein the step of enabling a first event to occur includes the step of enabling a player input to occur.

48. The method of Claim 44, wherein the step of enabling a second event to occur includes the step of enabling the player to make an input.

49. The method of Claim 44, wherein the step of providing to a player an outcome includes the step of providing an award.

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50. A method for operating a gaming device having a game operable upon a wager, the method comprising:

- (a) triggering the game;
- (b) displaying at least a first path including a plurality of symbols;
- 5 (c) causing a symbol marker to visit at least one of the symbols on the first path;
- (d) indicating to a player a quantity of designated symbols on the first path which have been visited by the symbol marker; and
- (e) causing the symbol marker to move to a second path having a
10 plurality of second symbols when the symbol marker visits: (i) one or more of the designated symbols more than once; or (ii) more than one designated symbol in the first path.

51. The method of Claim 50, wherein the step of triggering a game
15 includes the step of triggering a primary game or a bonus game.

52. The method of Claim 50, wherein the step of displaying at least a first path includes the step of displaying a path which is cyclical.

20 53. The method of Claim 50, wherein the step of causing the symbol marker to visit at least one of the symbols on the first path includes the step of indicating at least one of the symbols on the first path.

54. The method of Claim 50, wherein the step of causing the symbol marker to move to a second path includes the step of indicating a symbol on the second path.